



RESPECT YOUR ELDERLY!

THE FATE OF THOUSANDS LAYS IN THE WRINKLED HANDS OF THE OLD GUARD



A NON-OFFICIAL D&D ONE-SHOT ADVENTURE FOR A PARTY OF SIXTH LEVEL ADVENTURERS BY

THE NATURAL TWENTY

RESPECT YOUR ELDERLY!

The farmers of the great city Aradea are all reporting that their acres are depraved and that their crops are dead. The city council declares that this disaster is caused by the drought and is trying to minimise the loss by enforcing higher taxes, cuts and import from neighbouring kingdoms. The common people are starving because of the shortages.

The grandson of one of the PCs, Kyle, has a different theory. He believes that this "accident" is caused by a dark ritual. According to Kyle, someone very talented in the arcana is depriving the lands around the city of life force with an ancient dark ritual.

After some research and calculations, Kyle has deduced that the ritual is taking place on the old temple on the Silver Mountain. The temple was plundered a few decades ago and now lays in ruins.

The city council doesn't listen to Kyle and declares him crazy. Kyle now needs the help of the old guard of adventurers, they are the only hope of survival for the people of Aradea.

OLD BUT NOT OBSOLETE

In this D&D one-shot your players will have a special character creation challenge. The party will consist solely of elderly adventurers!

Because each race ages differently, old is a different age for each race.

Race	Age Minimum	Race	Age minimum
Human	65	Half-elf	150
Halfling	150	Dragonborn	50
Dwarf	200	Half-orc	60
Gnome	450	Tiefling	70
Elf	650	Goblin	45



QUIRKS AND FEATS

Although their bodies aren't what they once were, their experience has grown. To account for their old age, each player character chooses a quirk (disadvantage) and a feat (benefit). You can use the examples below or create your own.

Quirk Description

Bad eyesight Your eyes are not what they have been; You have disadvantage on Wisdom (Perception) checks that rely on sight.

Hernias Years of adventuring have had a consequence on your back; a natural 1 or 2 on a Strength based check causes you to have disadvantage on attack rolls and your movement is halved for one minute.

Alzheimer Your mind is not the same as it once was; you forget things often and you have disadvantage on Intelligence (History) checks.

False teeth Your dentures looked like a good investment at the time; if you get hit in the face, there is a 50% chance that your teeth fall out and you can't speak properly until you use an action to put them back in.

Bad legs Years of sprinting and running have had a toll on your legs. Your movement is reduced by 10 feet.

Feat Description

Knowledge of human nature Because of your past experiences, you can see the same eyes in different people and know how to persuade them; You have advantage on Wisdom (Insight) checks and Charisma (Persuasion) checks

Paranoid Years of combat have caused you to become paranoid in different environments; due to always watching your back, you get a +3 bonus on initiative.

"I have seen it all" You know what evil looks like, you have defeated it before. Nothing can scare you anymore; You have advantage on saves against being frightened and by making a Intelligence (Nature) or Wisdom (Survival) check, you can find out one weakness of a monster (the DC is set by DM, depending on how common the monster is)

"When you have lived for this long..." You remember kingdoms long fallen and have plenty of tales to tell; You have advantage on Intelligence (History) checks and Charisma (Performance) checks to tell a story

Dungeon dweller Having survived many dungeons, you have developed a knack for discovering traps and secret doors; You have advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks made to detect the presence of secret doors or traps.

ADVENTURE SUMMARY



his adventure will take your group approximately four to five hours to finish. The adventure likely plays out in the following sequence.

The characters start out in the veteran retirement home during the weekly bingo game. This is when Kyle bursts in and calls for their aid. He explains that the lives of the entire city are at stake and reveals where the dark ritual, that is destroying the crops, is taking place. When the characters decide to accept the quest, they need to escape from the retirement home to begin their journey to the Silver Mountain.

On their way to the temple, they will come across a group of bandits, led by The Gray Weasel, ambushing them. After defeating the bandits, they will find out some more information about the temple.

The temple is at the top of the mountain and not so in ruins as once thought. The garden is filled with evil awakened plants that attack the players on first sight. On the first floor of the temple, the character will need to defeat evil monsters that lurk in the dark. The party will find evidence of a recent attack by bandits (the same ones they encountered before). They will also learn that a priestess called Neses once lived here with her daughter.

A trapdoor in the living quarters of the priestess leads to an ancient underground level. On this level, the characters will find more evil monsters to test their might against and a lot of mummified bodies. In the last room the party finds Neses, who is revealed to be a medusa. She is performing a necromancer ritual, with the hope of gaining more power and resurrecting her daughter. Neses tells the players that her daughter was killed by soldiers of Aradea when they raided the temple decades ago, she now wants vengeance against the city and bring her daughter back from the dead.

The players will need to make a choice between one evil and another!

THE CITY OF ARADEA

According to the priests and the legends; the city was founded centuries ago when the angel of light Aradea rewarded king Markos the second with fertile lands. The city has since had a booming population growth and is the most important export of grain and other agriculture products for the Kelan kingdom. It's population of about 20 thousand consists mostly of humans but elves and halflings are also commonly present. The main religion is that of the Eternal Fire. The "Eternal Council" has been ruling for two centuries, the origin of their immortality is unknown.

The grain shortages have had a devastating impact on the economy and the lower classes are already starting to notice the shortages. It won't be long for the entire city will start to starve and crumble.

CHAPTER ONE: BINGO!

INTRODUCTION

"THE NEXT NUMBER IS B-12, I REPEAT B-12"

During the weekly bingo night, the friends "**Character introductions**" are sitting together playing bingo. It is routinely quiet and bored. Thanks to the cuts of the city council Aradea, the veteran retirement home "The golden place" now looks not much different from a decrepit tavern or dirty stable.

The wood in the floors is rotting, the people stink (or the other way around) and there is an atmosphere of tedium and death. In short, the usual bingo night.

This is disrupted by the loud sound of the front door bell and someone kicking open the door. Through the door comes a slim figure, wearing striking purple and blue robes, with black curly hair.

He is holding half a dozen scrolls in his arms, rushes to you and speaks in a friendly voice: "Greetings grandpa". It is Kyle the grandson of **one of the players**. He continues: "I and the rest of the people of Aradea require your immediate aid!".

Use the map "The golden place" for this location.

THE QUEST

Kyle can give this information to the players:

- Farmers are reporting that their acres are depraved and dead since a month or 3.
- The city council declares that this disaster is caused by the drought and is trying to minimise the loss by enforcing higher taxes, cuts and import from neighbouring kingdoms. The common people are starving because of the shortages.
- Kyle thinks differently, *Kyle grabs a scroll*. He thinks that an ancient necromancer ritual is sucking the life force out of the ground. The fishing villages in the south are also reporting poor catches.
- After some research and calculations, Kyle has deduced that the ritual is taking place on the old temple on the Silver Mountain. The temple was plundered a few decades ago and now lays in ruins. According to legends, a great treasure still lays hidden somewhere in the complex. Rumors also say that people that go near that place never return.
- The city council doesn't listen to Kyle and has declared him crazy. Kyle is desperate and furious at the council.
- The situation is getting worse by the hour so urgency is important. If there is any chance left to save Aradea, they need to go right now.

TIME FOR ADVENTURE

Since the city council does not believe him and Kyle does not have the gold pieces to hire other adventurers, the old adventuring group is the only hope of survival for the people of Aradea.

To get to the temple, the players will first have to escape from the veteran-retirement home. And that is a lot easier said than done.

DID YOU EAT YOUR PUDDING YET?

The golden place has eight residents. All are veterans of the Darym war. It is located on the west side of Aradea, in the old part of the city.

Aside from the residents, two other people are present. Inken, the head of security of the place is sitting at her desk close to the entrance. (The city had to create a head of security due to some past "incidents" regarding old veterans with PTSD roaming the city.) Sarah, a young girl who is hosting the bingo event, is sitting at the table in the top left corner.

As you are talking to Kyle about the quest, somebody interrupts you. Inken, the head of security, speaks to Kyle: "Listen up chap, visitor hours were yesterday at noon. You can leave the way you came yourself, or I am gonna kick you out. What will it be?"

Kyle, a bit frightened by the large woman, gets up from his chair and says: "eh yes ma'am, I am sorry ma'am. I'll leave." He then turns and whispers to the players: "Meet me outside, I'll wait for you."

INKEN

- 38 years old
- Dark skin, short blonde hair, very heavy voice
- Fired from the Aradea city watch for being too aggressive and violent
- Nurse/head of security at The golden place
- Done with her job and in a burn-out
- Keeps a close eye on everybody
- **Veteran** stats (with proficiency in the Perception skill and a lasso as weapon)

NOT ON MY WATCH!

When the players try to escape right away, Inken will stop them and tell them they can not leave, especially not at this hour. She will use (non lethal) force if necessary, she uses a lasso to catch players running away.

She will seem to fall asleep at her desk about two hours after the bingo game is over and all the residents have to go to their rooms. Have the players roll for stealth. Anything lower than a 10 will result in Inken waking up with an enormous rage. The front door also has a bell on it, which rings if someone opens the door.

If they do manage to escape and Inken sees this, she will call for the guards. Three of which are coincidentally patrolling the area. If the players choose to fight them, $1d4 + 2$ more guards will show up after two rounds.

The other residents of The Golden Place will try to escape as well if they see the players try. They won't get very far though, as one of them hurts his back and has to sit down.



CHAPTER TWO: JOURNEY TO THE MOUNTAIN

FINAL JOURNEY

The way to the Silver mountain is west of the city. Kyle came prepared and has brought a map. The journey from the city to the temple takes approximately 10 hours.

Assuming the players set up camp about 2 hours after leaving the city, they should reach it during the evening the next day.

As you travel through the farmlands past the city, you see that most of the crops are depraved and destroyed.

The road to the temple winds through the rocky terrain. The sun burns on your skin, while the stiff wind blowing in from the mountains cools you off.

After two hours of walking you leave the farm lands and enter the mountain area where an old wooden sign greets you. "Beware bandits" the sign reads. Behind the sign stands a large tree from which three dead bodies hang. Kyle clears his throat and stammering speaks: "I'm sure it's safe, right? I have never really been outside the city, should we be worried?"

A character who looks around and makes a succesful DC 20 Wisdom (Perception) check spots someone watching the party from behind a distant rock. The figure behind the rock is a bandit **scout** who checks for new intruders in the **Gray Weasel's** area. When the bandit sees the party of elderly travelers he runs off to his camp and tells his leader they can prepare the ambush.

In 2 hours, the players will be walking right into a bandit ambush...

THE GRAY WEASEL

Alron, the Gray Weasel is the leader of the bandits. The gang currently consists of Alron (**Veteran**), his right hand half-orc Danro (**Berserker**) and four **Scouts**.

Alron will try to get this over with as peaceful as possible. He is 55 years old and wants to retire soon. He has saved up a lot of gold pieces, almost enough to buy his own tavern. One or two more robberies and he should be all set to buy a tavern in a far off land where he is not a wanted criminal.

After another two hours of travel, you are now approaching the Old Bridge, meaning that you're almost halfway to the temple. As you walk there, a large figure appears on the ridge above you. An older man with greyish hair and a well maintained beard, he wears splint armor and has a heavy crossbow pointed towards you. "Listen up fellers, we can do this the easy way or the hard way. Personally, I'd hate to hurt you oldies. Stick em up!" Kyle, instinctively puts his hands in the air and turns to you "what do we do?"

A GREAT MIND

Kyle is 19 years old and studies the Arcana at Aradea university. His heart is in the right place and his intelligence rivals that of the most famed wizards. His physical state however is less than ideal. Kyle is a bit slow and not very strong. During combat, Kyle is close to useless. He gets scared fast and prefers the comfort of the city over the wilderness. When combat begins, Kyle will try to flee or hide. He looks up to the elderly heroes and if one of them would be in danger, he will do anything he can to help.

KYLE

Medium humanoid, chaotic good

Armor Class 11 (studded leather armor)

Hit Points 18(4d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (+1)	18 (+4)	10 (+0)	12 (+1)

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Common and Elvish

Challenge 1 (200 XP)

Spellcasting Kyle is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (At will): fire bolt, mending, prestidigitation

1st level (4 slots): burning hands, disguise self, shield

2nd level (2 slots): invisibility, shatter

Actions

Dagger *Melee or Ranged Weapon Attack:* +1 to hit, reach 5ft or range 20ft/60ft., one target. Hit (1d4 - 1) piercing damage.

BATTLE AT THE BRIDGE

If the players choose to surrender and stick their hands in the air, read this:

The bandit grins and speaks: "That's what I like to see, come on boys. Let's see what they have in store for us, shall we?"

Out from the bushes come four more bandits. Two of which hold longbows and stay at a distance, the other two approach you with shortswords. They are laughing out loud.

They then try to steal your weapons, equipment and backpacks.

If the players decide to refuse The Gray Weasel's kind offer, read this:

The bandit frowns and speaks: "So we are gonna have a problem then. How unfortunate for you. Do know that the Gray Weasel warned ye. Show 'em how unfortunate they are boys."

Out from the bushes come four more human bandits carrying longbows and shortswords, along with a large muscular Half-orc carrying an enormous greataxe.

Roll initiative

The bridge over the mountain river is pretty unstable. When more than 450 pounds is placed on the bridge, it will collapse. A creature that fails the DC 15 Dexterity saving throw falls into the river.

TOMB RAIDERS

If the players defeat The Gray Weasel's gang and do not kill Alron outright he offers to give them information in return for sparing him. He can tell the players this:

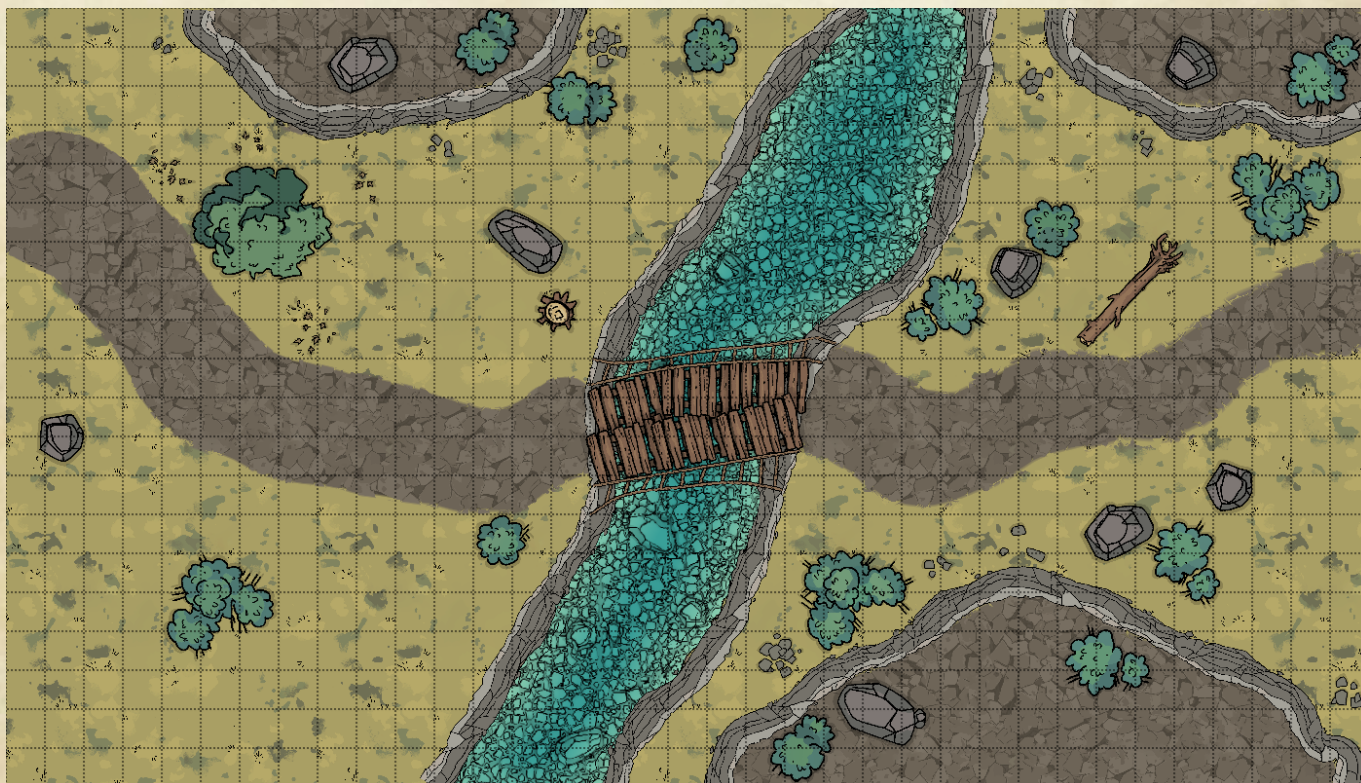
- The bandits went to the temple 2 days ago, following up on the rumors that a great treasure still lays there.
- When questioned about the temple, the bandit looks horrified and scared. They found that the temple is not so in ruins as once thought and the place is "cursed".
- Shadows and plants seemed to move on their own and they could hear the whispers of tormented souls. Most of Alron's gang was killed by hideous monsters and ancient guardians.
- A hidden basement was filled with horrors and enemies. They fled the temple, barely escaping with their lives.

Alron also offers them two potions of greater healing and an amulet he found in the temple, for sparing his life.

If the players did kill him outright, they can find two potions of greater healing and a mysterious amulet on his person

The amulet has a seven pointed star on it with a weird symbol in the middle. A character who succeeds on a DC 15 Intelligence (Religion) check discovers that the symbol stands for the goddess Diama, goddess of fertility, beauty and good harvest. A detect magic spell reveals that the amulet has a strong magical aura around it, a divination magic aura.

The wearer of the amulet can read and speak Abyssal and is protected from some enemies in and around the temple.



CHAPTER THREE: TEMPLE OF DIAMA

TEMPLE EXTERIOR

The ancient temple sits on the highest ground in the area, at the top of the Silver Mountain. The temple is held in place by huge white stone pillars, some of them partially destroyed. The temple of Diama was once decorated with colorful paintings and beautiful gardens but now looks decrepit and abandoned. Around the temple, a stone wall has crumbled in many places, exposing the interior grounds. An ornate metal gate lies open at the end of the road, swaying slightly in the wind.

Wild flora grows throughout the inner yard, but all the years cannot hide the evidence of a well-tended garden that once sat here.

The temple is about 50 feet tall from ground level to roof peak. The pillars are 35 feet tall. The stone wall is 6 feet tall.

THE GARDEN

The priestess kept a vegetable garden around the temple, which was used as a supply of fresh food. Now, most of the plants are black and look unnatural. A dark energy is emitting from the flora. A character who succeeds on a DC 12 Intelligence (Investigation) or Wisdom (Survival) check discovers multiple recent tracks (from the bandits).

If a creature succeeds by 5 or more it also discovers tracks of non humanoid creatures, following these tracks leads to a large plant (a **Vine blights**) and seemingly end there.

Four **Vine blights** and eight **Twig blights** are waiting among the normal plants for the opportune moment to strike. The blights will not attack the bearer of the magical amulet.

As you are following the tracks you notice how the flora start moving. All around you, plants are suddenly taking humanoid shape, they grow claws and turn towards you. You're surrounded by a dozen of awakened plants made out of twigs and vines. One of the plants made out of vines starts to speak: "Sshheee ssaysss yyou nnoott wwellccoommee hhheerreee"
Roll initiative.

DANGEROUS ENCOUNTER

The former temple of Diama is a dangerous place. After the **blights** the players will have to fight the **shadows** and right after that the **minotaur**. All with barely any time to rest or recover.

Do not be fooled by the low challenge rating of the **shadows**, for they are quite dangerous. Their strength drain attack can quickly kill a weaker player. And the reduced strength score remains until the next rest.

Be careful not to TPK and allow for creative solutions. Like scaring the shadows off with torches or giving them a weakness for fire.

INSIDE THE TEMPLE

A creaky rotten wooden entrance opens to reveal the inside of the temple. Large wooden benches stand on the left and right of the room. In the middle a large strange symbol on the floor is emitting dark red energy.

The floor is littered with a hand full of skeletons but also two more recent bodies. Upon further inspection you can see that the recent bodies are from a human and half-orc, they wear the same clothes as the bandits you encountered earlier.

On the far side of the big room stands an altar, an organ and a statue of the goddess Diama with shining offerings in front of it. Everything is a bit broken down and covered in spider webs.

Six torches lighten the otherwise dark room up a bit. Most parts of the room are in dim light.

Cursed treasure The offerings in front of the statue are of tremendous value. Fearing that they would fall into the hands of the city council Neses has cursed the offerings made to Diama. Upon touching the gold or valuables a creature takes 4d6 necrotic damage. The creature takes the damage again each time it ends its turn holding or carrying one of the cursed items.

When a creature comes within 5 feet of the statue a female voice says "Only death awaits you here". When the treasure is touched, screams and cries of tormented souls erupt from every direction.

One for every player plus two **Shadows** are watching the players from... well the shadows and attack them at the opportune moment. A character that has a passive perception of 16 or higher notices that the shadows of all of the players are not moving naturally. If no one notices the shadows, the shadows get a surprise round. Roll initiative!

After the shadows, the minotaur appears. He is summoned by Neses herself to destroy the intruders. The minotaur will not attack the bearer of the magical amulet.

After defeating the shadows, the symbol on the ground starts to glow brightly and the floor begins to tremor. From all around you, you hear a demanding voice speak in Abyssal "Wie dwaalt door de tempel van Diama? Wie gaat tegen de wil in van de machtige priesteres Neses? Verlaat deze plek nu."

Translates to: "Who roams the temple of Diama? Who goes against the will of the mighty priestess Neses? Leave this place now".

Out from the symbol suddenly a large kneeled figure appears. He carries a greataxe, his body looks humanoid only he has the head of a bull with threatening horns. After a few seconds he stands up and says "Als het jullie wil is, dan zullen jullie sterven" **Translates to: "If it is your will, then you will die"**

With the speed of lightening the minotaur rushes to you and attacks, roll initiative!

TEMPLE OF DIAMA MAP: GROUND LEVEL



Map of the temple: ground level | Respect your elderly!

THE PRIESTERESS' QUARTERS

OFFICE

A desk stands on the far side of this room. On it lays a letter and some scrolls. Another table stands on the right side of the room. Some exotic plants stand on the far left side. The heads of two animals hang on the wall, mounted on plaques of wood for display as trophies. The desk and paper on it is covered in dust but mostly intact. A wooden door stands half open leading to the next room.

This room was used as an office by Neses while the temple was still active. The scrolls have prayers written in common on it. The letter is hard to read since the paper has started to decay but a character who succeeds on a DC 14 Intelligence (Investigation) check finds out the following information:

- This letter was written by the head priestess of this temple called Neses.
- She requests aid from a neighbouring kingdom called 'Utrana'.
- She fears that due to changes in Aradea's leadership, her temple and her daughters life may be in danger.

Treasure Between the scrolls on the desk, a spell scroll of 'prayer of healing' can be found. The desk drawer is locked: a character who succeeds on a DC 14 Dexterity check using thieves' tools can open the drawer. It contains a silver key and a potion of invisibility.

BATHING ROOM

This room was once a bathing room. A bath tub stands in the far right corner and still has some water in it. In the left corner an old fireplace covered in spider webs can be seen. Old red carpets lay on the floor. On the far side of the room an rotten wooden dresser stands. Next to that is a closed but unlocked trapdoor, probably leading to the underground level of the temple.

Magic Mouth Neses has cast a magic mouth spell on the trapdoor. When a creature comes within 5 feet of it, the spell is triggered, causing the following message to be spoken in a loud and womanly voice: "Only death awaits your here..." Boomish, fiendish laughter follows the spoken message.

Each creature that hears the message must make a DC 14 Wisdom saving throw. On a failed save, a creature has disadvantage on all ability checks for 1 hour unless it is immune to the frightened condition and take 2d10 psychic damage or half as much on a successful save. The creature can repeat the saving throw every 15 minutes.

BEDROOM

The door to this room is locked: It can be opened with the silver key found in the drawer of the office room. The door can also be opened by a character who succeeds on a DC 20 Dexterity check using thieves' tools.

This room was once a bedroom. On the left side of the room stand; a two person bed, dresser and two red chairs. A wardrobe, closet and desk stand against the walls. An open book and an opened envelop can be seen on the desk. Two dolls are laying on the carpet, portraying a bear and a woman warrior or shieldmaiden. All of it covered in a thick layer of dust, no soul has entered this room in a few decades. On the bed lay a normal sized pillow and a smaller one, child size.

This room was used as a bedroom by Neses and her daughter: Ada. The letter in the envelop is still intact and was sent by the city council of Aradea. From the letter they can learn the following details:

- Diama has been declared a false god by the city council. According to them everybody should worship the Eternal Fire, for it is the one true patron.
- By law, all offerings made to this false god have now become property of the state. Failure to surrender these valuables will result in death by hanging.
- This is the second and final warning. If the temple is not dismantled by next full moon the city council will lay charges of heresy against the temple, with all its consequences.



CHAPTER FOUR: INTO THE DARKNESS

THE GODS ARE WATCHING

TRAPROOM

Under the trapdoor, an old stone stairway leads down into a dark room. The room is filled by stench of death and decay. Two dead bodies are laying on the floor in pools of old blood. They seem to have been hit by arrows from the front and side. Behind you, you hear the trapdoor close and *click*.

On the far side of the room, an iron door stands with two statues next to it. Blue light begins to flicker on the statues.

As you come closer you see that luminous images appear on the statue. On the left statue they represent: a wolf, a bear, a lion, a horse and an eagle. On the right statue they represent: a dragon, a knight, a shieldmaiden, a monster and a king.

The puzzle: The characters will need to choose the right images in order to open the door. The correct options are: **the bear and the shieldmaiden**, corresponding with the toys belonging to Neses' daughter found in the bedroom.

The trap: If a wrong option is chosen, the trap will activate. Two poisonous arrows shoot out from the side wall and another two from the front wall. Each arrow makes a ranged attack with a +8 bonus against a random target standing within 10 feet of the statues (vision is irrelevant to this attack roll). (If there are no targets in the area, the arrows don't hit anything.) A target that is hit takes 5 (1d8) piercing damage and must succeed on a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

The holes in the walls are obscured by dust and cobwebs. In order to spot them a character must succeed on a DC 15 Intelligence (Investigation) check, a character that examines the dead bodies on the floor gets advantage on this check.

UNDERGROUND OFFICE

Four pillars help support this large underground room. A large fountain stands in the middle of the room, the water almost completely dried up. On the far side stands a maptable, a desk, a wooden table and a chair. On the table is a candle, an open book, and a letter. The floor is covered with small stone rubble and debris. On the right you see a door ajar, leading to the next room.

You can hear the soft stirring and boiling of water, along with the chanting of a soft womanly voice, coming from the east side.

The open book found on the desk is written in Abyssal. It contains informations on how to perform ancient dark rituals, the opened page shows the image of a woman with snakes as hair (a medusa).

The letter on the desk is from Neses to her deceased daughter. It reads the following:

"To my dear daughter Ada,

You were the joy in my life. The spark of light in the endless darkness. My beloved daughter, you were the one true pure and good soul in a world full of greed and evil. The happiness you have brought me is the pain and sorrow that I feel now.

I am so sorry that I could not protect you. That I could not protect you from the horrors that were brought upon us... Why the gods saved me and not you? I cannot conceive why they would do that. If I could, I would have suffered your fate instead.

But I shall not surrender. I shall not give in to grief and suffering. I shall bring you back from the dead. Even if it takes me a lifetime.

Your loving mother."



CHAPTER FOUR: Into the darkness | Respect your elderly!

HUMAN STORAGE ROOM

The chanting and boiling gets louder in this room and is still coming from the east wall. The stench of old decaying bodies is very strong in this room. On the left, mummified humanoid figures are laying on the floor and stacked on top of each other. On the right, sacks filled with strange red flowers are stored.

When Kyle tries to enter the room he pukes and says "What do they store in that room? It smells awful, it must have been laying here for a long time."

The mummified human bodies and red flowers are both ingredients necessary for the necromancy ritual Neses is performing.

A character that looks behind the mummified bodies or succeeds on a DC 12 Wisdom (Perception) check notices the hidden door in the eastern wall. This door leads to the final room where Neses is close to completing her ritual.

FROM ASHES AND BONES

Opening the secret door reveals the final room of the ancient temple. Multiple pillars support the ceiling of this room. You see a simple bed and campfire on the right side. Next to a pillar stands a cart filled with red flowers and human hearts.

A large altar dominates the centre of the room. Behind it are more storage crates full of humanoid ingredients. Surrounding the altar are strange red symbols, flickering and glowing wildly. On top of the altar lay small bones, child size. Behind them stands a strange figure.

Humanoid yet monstrous, a womanly figure in priestess' robes is holding a staff and chanting in Abyssal. Her skin is ash grey and she wears a golden crown. Her eyes are light green and her hair consists of dark green snakes.

When she notices you, she stops chanting and turns towards you. "So, finally you have come. The city council thinks they can send some elderly and cripple adventurers to stop the ritual and defeat me? Pathetic!

You cannot stop what has already begun. You cannot destroy the indestructible. And you cannot defeat the almighty. I am ancient, I am immortal. And I shall not let you take her from me, not again!"

Roll Initiative

As she is talking to the players, Neses begins to summon more monsters to help her. She transforms some of the mummified bodies into **five Zombies**, these attack the players and defend Neses.

REASONING WITH NESES

The party can attempt to calm Neses down and persuade her to make amends.

However, this is dangerous and can be fatal. With one look the former priestess could end their lives and turn them into stone. If the players make good arguments and show their good intent, Neses may be inclined to halt the fighting and listen to their demands.

Neses is easily angered and if one of the players shows disrespect to her, her daughter or the temple, her fury will be infinite.



ROLEPLAYING NESES

Still traumatised and haunted by experiences from decades ago, the mind of this former priestess is unstable and shattered. When roleplaying as the primary villain of this one-shot you will need to keep in mind these keypoints:

- **Neses wants revenge.** The death of her daughter Ada is on her mind everyday. Although she herself feels responsible for her death, Neses wants to punish those who directly caused it. The city council must pay for their sins and will do so in blood.
- **Neses follows the gods.** She still thinks that all of this is the gods' will and sees every challenge as a chance to impress them. She holds on to her religion because all else has perished.
- **Neses is intelligent.** Although she is hotheaded and has been furious for decades, she is clever and cunning as ever. The plan that she has set in motion took dozens of years to plan and now finally starts to show result.
- **Neses is selfish.** The only thing this medusa cares about is herself and her daughter. She will watch the whole world burn if there is even a chance that it will bring Ada back. Humans, adventurers and minions are all disposable and replaceable. The only thing that cannot be replaced is her daughter.

CONCLUSION

If the players defeat Neses and stop the ritual, Kyle will be overjoyed. The city council will not acknowledge it at first but the adventurers have saved Aradea and all its residents. The crops will start to regrow and the shortages will be filled. The old guard is once again the savior of the people. After some time, thanks to evidence Kyle collected, the Wizard's Guild will recognize their hard work and reward the heroes.

EXTENDING THE ADVENTURE

If the players manage to persuade and convince Neses to come to terms with them or you and your players just want to continue the story of the old guard, you could choose to extend the adventure.

Maybe Neses wants to find a cure for her curse or maybe she has a sister that has even more sinister plans for the mortal world. Your options are virtually limitless, nothing stops you from continuing the story you and your players have created.

Whatever adventures await you next, have fun!

THANK YOU

I hope you enjoyed "Respect your Elderly!". I would love to hear your feedback. You can leave a comment on the site where you found this adventure or DM me on Instagram

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CREDITS

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